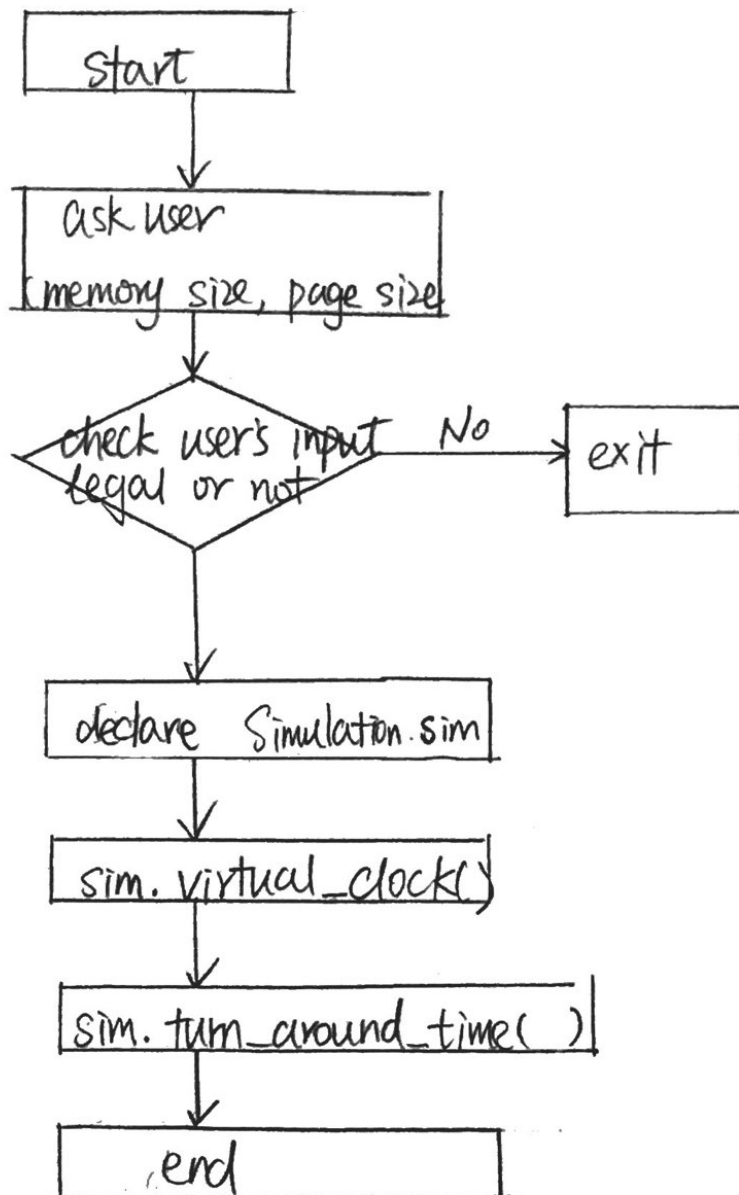
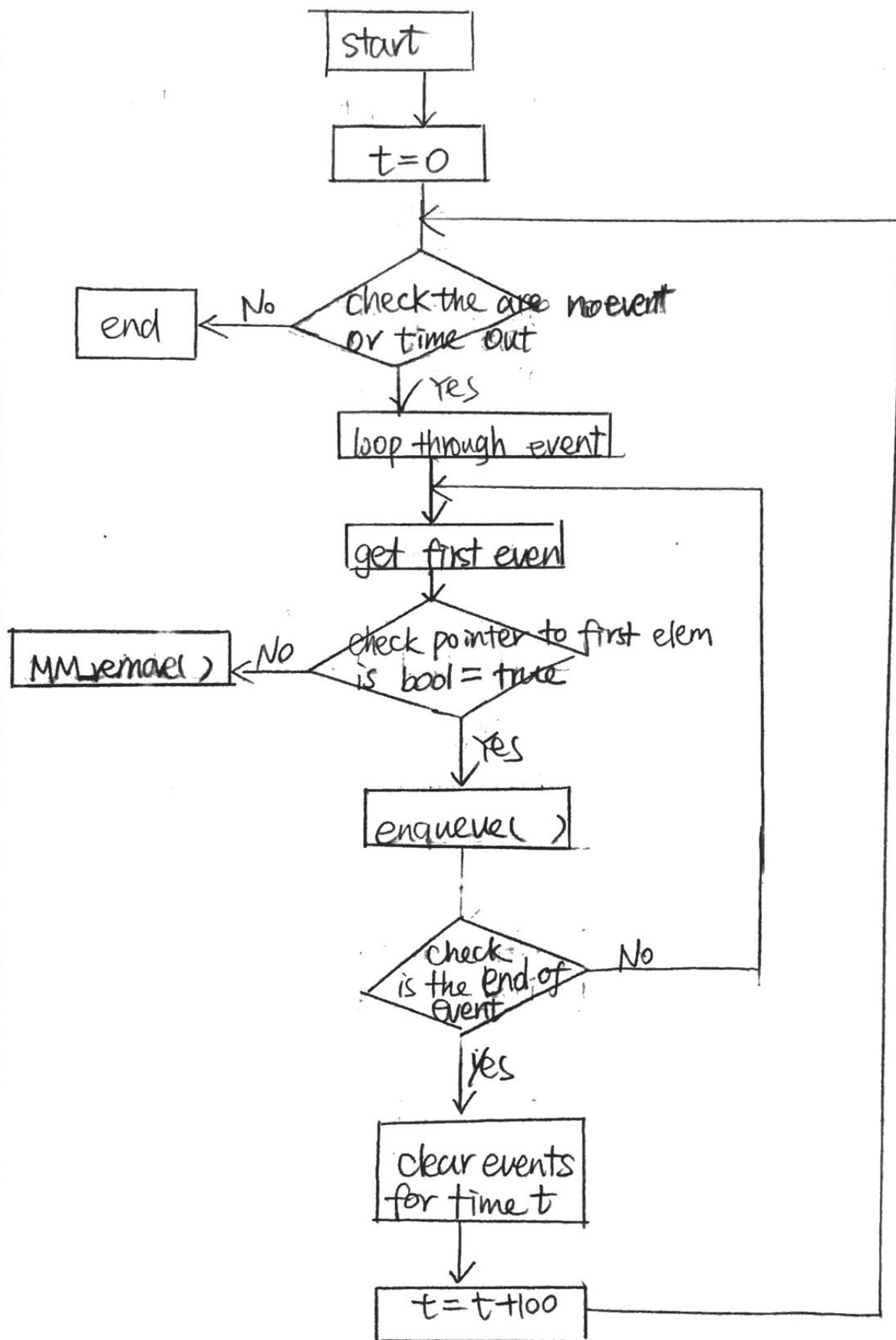


main



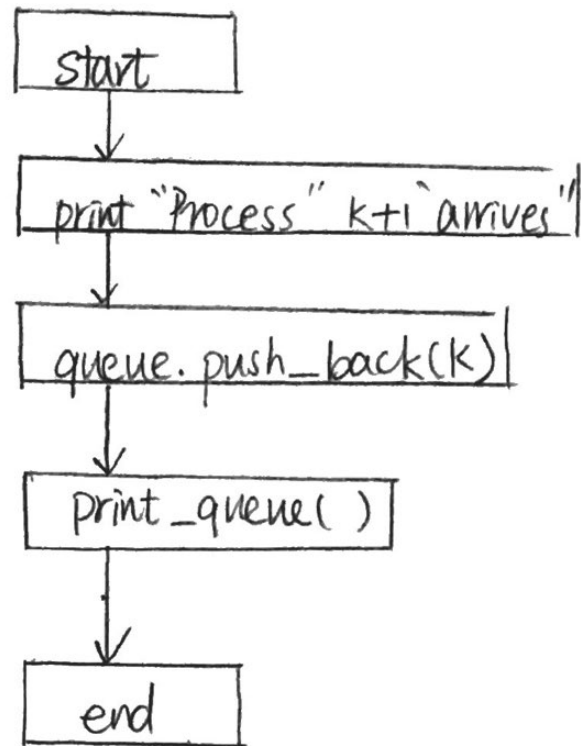
void simulation::virtual\_clock ( )

(2)



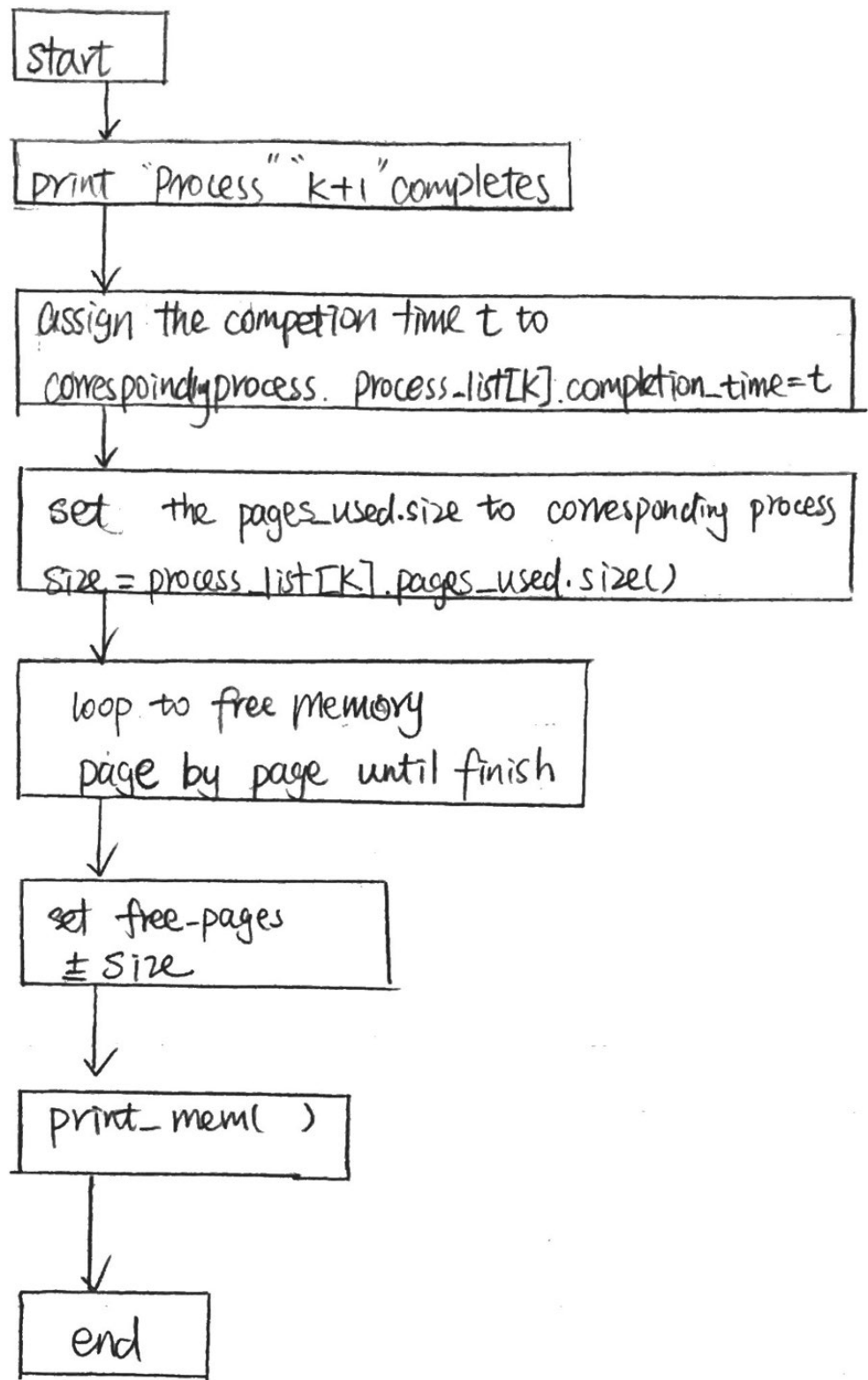
③

void simulation :: enqueue (int k)



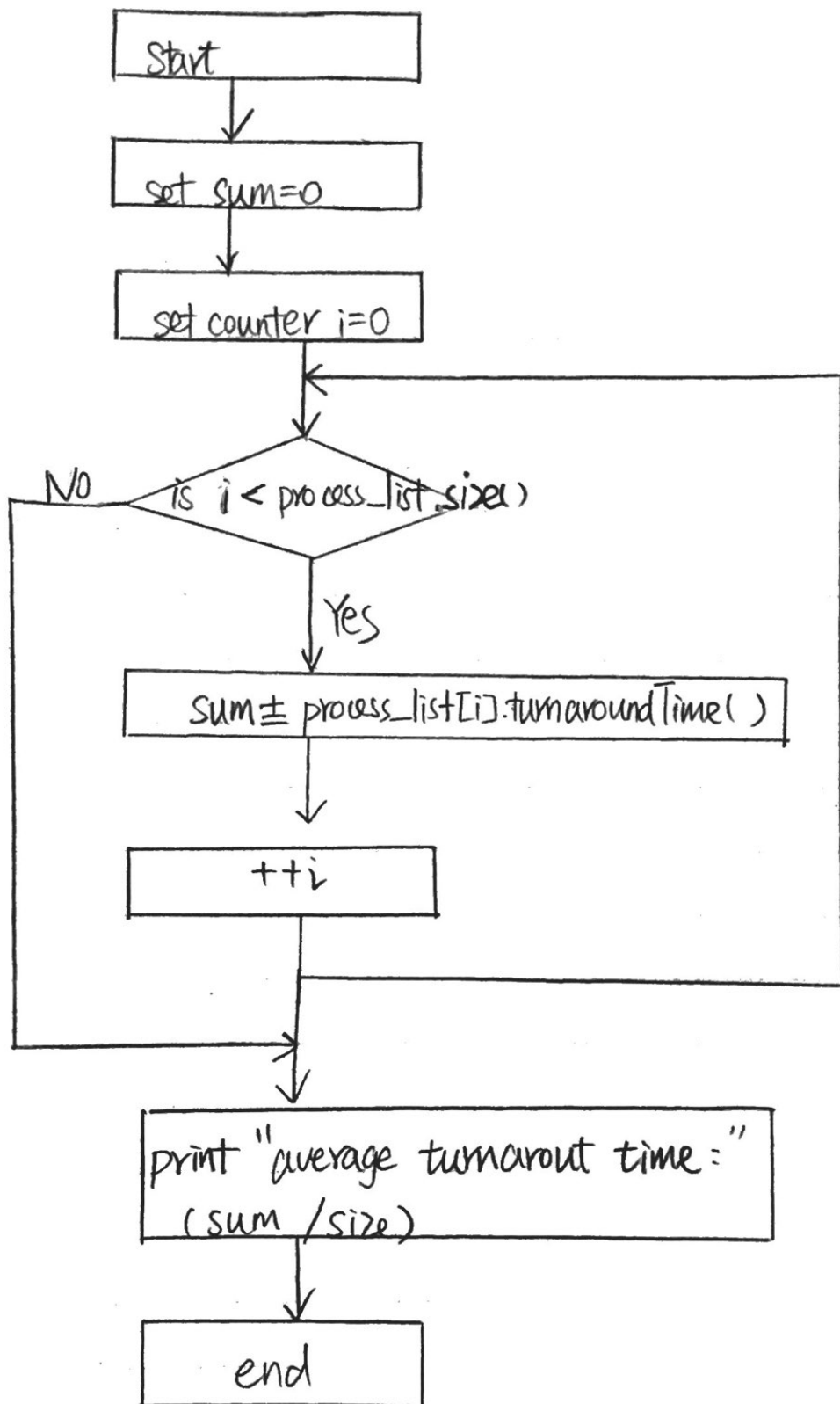
④

void :: simulation MM\_remove (int k , int t)



5

void simulation::turn\_around\_time()



⑥

int Process :: turnaroundTime( )

